

DYNACOMP

ALVIN

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SYNOPSIS

You are piloting the spaceship Alvin, the rebel forces' greatest weapon. You have been assigned to destroy as many of the galactic police's robot cities as you can. These cities are guarded by tight beam laser posts. There are three levels of play. As you destroy more cities, the game will get progressively harder.

SETTING UP

• Cassette

1. Plug a joystick into Port #1.
2. Put in your BASIC Rom Pack.
3. Turn power on.
4. Hit SYSTEM RESET.
5. Rewind tape and set counter to zero.
6. Type CLOAD and press RETURN.
7. Type RUN and press RETURN.

• Diskette

1. Plug a joystick into Port #1.
2. Put in your BASIC Rom Pack.
3. Turn disk drive on.
4. Insert program diskette.
5. Turn computer on.

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GAME DESCRIPTION

You represent the rebel forces against the dictatorship of the Galactic Police. You are assigned to destroy as many of the cities being built on the fringe planet Environ. The planet has no inhabitants except for the robots that build the cities. The cities are protected by one or more tight beam laser posts. Since the lasers are tight beam style, they have to strike a direct hit on your ship for you to be destroyed. Unfortunately, even one of these direct strikes will vaporize your ship with no hope of repair. As you prepare to board your ship, nicknamed Alvin, a last minute intelligence report comes in. The Galactic Police have put a plane into continuous orbit circling the planet Environ. Your overhead scanner is malfunctioning. Therefore, if you fly beneath the plane you will not be able to detect it on your scanners. However, it will still be able to fire on your ship. The plane seldom misses its target, but it doesn't fire until it is almost directly above you. You must avoid going underneath the plane at all costs. Alvin is equipped with lasers that will shoot straight down to the planet's surface. Because of the power it takes to generate a laser, you cannot fire your laser if you are above the plane. You are now ready for your mission. GOOD LUCK!

OPTIONS

You have three options:

START - Easy
SELECT - Difficult
OPTION - Hard

By pressing the appropriate key on the console, your game will begin at your selected level of difficulty. You can freeze the game at any time during play by pressing the space bar.

SCORING:

50 points for each city that you destroy.
5 points for each wave that you clear. This will be shown at the end of each wave cumulatively.